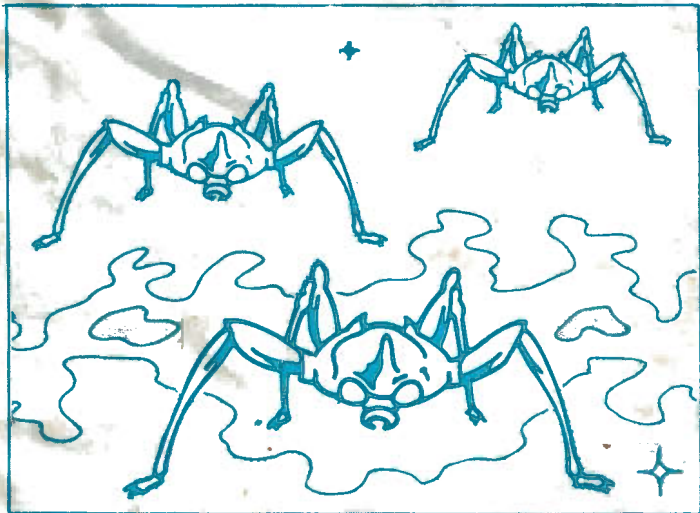




by UNIVERSAL

CARTRIDGE INSTRUCTIONS



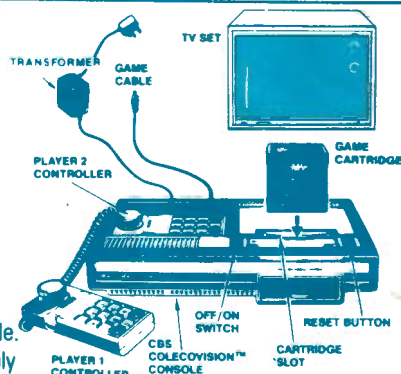
**CBS Electronics Video Game Cartridge for use
with CBS Coleco Vision™ Video Game System.**

CBS
ELECTRONICS

GAME DESCRIPTION

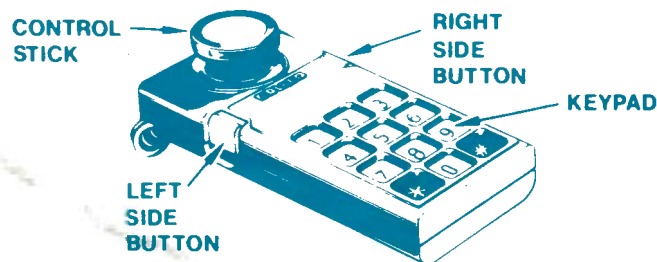
SPACE PANIC™ pits your Spaceman against the cunning Space Monsters who are out to get him. Make your Spaceman dig holes in girder floors to trap the monsters. Then quickly fill them over and make the monsters fall through to their doom. But be careful! Some monsters must fall more than one floor to meet their fate. Race your Spaceman along girders and up and down ladders to avoid them. Can you eliminate all the Space Monsters before your oxygen runs out?

GETTING READY TO PLAY



- Make sure the CBS COLECOVISION™ console is connected to TV and power supply is plugged into the console. Then plug the power supply into a 220/240 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- To play one-player SPACE PANIC™, use the controller in Port 1 (the rear jack). To play two-player SPACE PANIC™, use both controllers.
- **ALWAYS MAKE SURE CBS COLECOVISION™ UNIT IS OFF BEFORE REMOVING OR INSERTING A CARTRIDGE.** Turn Off/On switch to **On** after cartridge is inserted.

USING YOUR CONTROLS



NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

How to Use Buttons and Control Stick for SPACE PANIC™

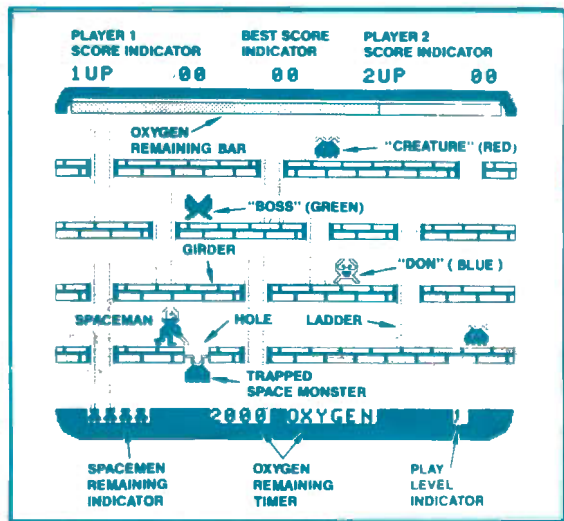
- 1. Keypad:** Keypad Buttons 1-8 allow you to select the Game Option you want to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option Screen.
- 2. Control Stick:** Push the Control Stick left or right to make your Spaceman run in that direction. Push the Control Stick up or down to make your Spaceman climb up or down only if he is below or above a ladder.
- 3. Side Buttons:** Press the left Side Button to make your Spaceman dig a hole. Press the right Side Button to make your Spaceman fill a hole.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's Spaceman is eliminated.

STEP 1: Get ready for action.

Press the **Reset Button**. The **Title screen** will appear on your TV. Wait for the **Game Option screen** to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.



STEP 2: The panic begins!

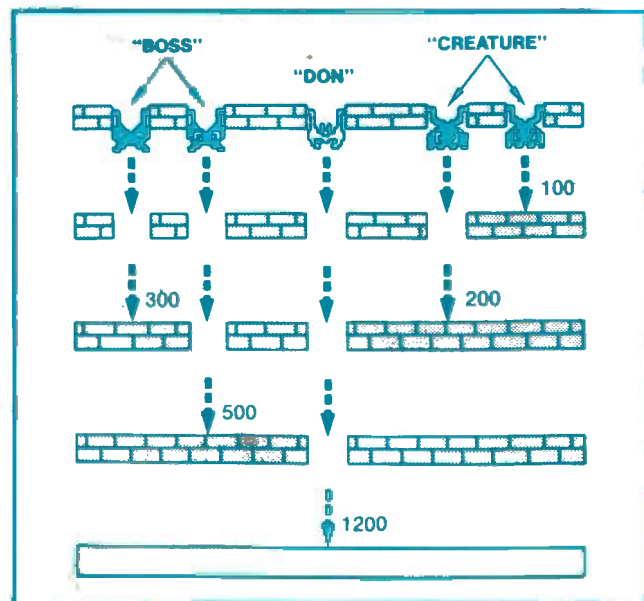
The first of your Spacemen appears and runs to the centre of ground level. Move him across girders and up and down ladders to avoid being captured by Space Monsters.

STEP 3: Can you dig it?

Trap Space Monsters by digging holes in girder floors. Once a Space Monster falls into a hole, fill the hole quickly before the monster can escape. Then watch it fall to its doom!

STEP 4: Keep on digging

Watch out! Some Space Monsters must fall through more than one floor to be eliminated. Can you dig holes on different levels, one above another, to send them falling?



A FEW WAYS TO SCORE POINTS IN SPACE PANIC™

STEP 5: More digging, more filling.

Clear the screen of all Space Monsters to move on to the next level of play. Work quickly! The more oxygen that remains when the screen is free of monsters, the bigger the bonus you get. The game ends when all your Spacemen have been eliminated.

STEP 6: Starting over.

Press * to replay the SPACE PANIC™ Game Option that you have been playing. Press # to return to the Game Option Screen.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

	Creature	Boss	Don
Falls 1 Floor	100	—	—
Falls 2 Floors	200	300	—
Falls 3 Floors	300	500	800
Falls 4 Floors	500	800	1200

You score points each time you eliminate a Space Monster. A "Creature" (red) must fall through one floor to be eliminated. But "Boss" (green) must fall through two floors and "Don" (blue) must fall through three floors to be eliminated.

If the falling monster falls on **another** monster, you earn extra points!

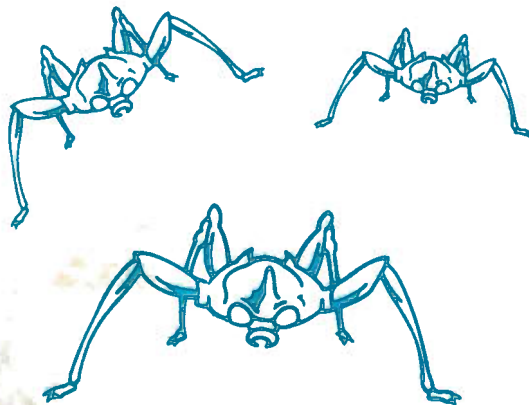
The Oxygen Remaining Timer is also a Bonus Timer. When all Space Monsters on one level have been eliminated, the number displayed in the Bonus Timer is added as points to your score.

In games played at Skill 1, each player receives five Spacemen per game to start. In games played at all other skills, each player receives three Spacemen per game to start.

A bonus Spaceman is awarded when a player's score reaches 5000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SPACE PANIC™, but it is only the beginning. You'll find that this cartridge is full of special features to make SPACE PANIC™ exciting every time you play. Experiment with different techniques – and enjoy the game!



SPACE PANIC™ is the trademark of Universal Co., Ltd.
© 1980 Universal Co., Ltd.

CBS Electronics
A Division of CBS Records Australia
(Incorporated in N.S.W.)
15 Blue Street, NORTH SYDNEY. NSW 2060

90 DAY LIMITED WARRANTY

This warranty is given in addition to any warranty implied by statute. CBS Electronics, a division of CBS Records Australia Limited (incorporated in N.S.W.), warrants to the original consumer purchaser of any cartridge it distributes that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date of purchase to either your place of purchase or postage prepaid, to: CBS Electronics, 15 Blue Street, North Sydney, N.S.W. 2060.

CBS Electronics' liability is limited to claims under this warranty and liability for consequential loss including any loss arising from negligence is hereby excluded. Any rights implied by statute that cannot be excluded, restricted or modified are not affected by this warranty.

CBS
ELECTRONICS